theme-related information or information not related to the game, such as advertisements. The gaming device can display this information and graphics adjacent to a game, underneath or behind a game or on top of a game. For example, a gaming device could display a reel game on the frontmost display screen and also display paylines on an underlying display screen, and the paylines could fade in and fade out periodically.

Thus, it should be appreciated that different game function images or parts of images are displayed on the different display screens and can co-act to display one or more three dimensional images to the player.

While the present invention has been described in connection with what is presently considered to be the most practical and preferred embodiments, it is to be understood that the invention is not limited to the disclosed embodiments, but on the contrary is intended to cover various modifications and equivalent arrangements included within the spirit and scope of the claims. It is thus to be understood that modifications and variations in the present invention may be made without departing from the novel aspects of this invention as defined in the claims, and that this application is to be limited only by the scope of the claims.

The invention is claimed as follows:

1. A gaming device comprising:

at least one wagering game;

at least one processor which controls the wagering game;

a housing; and

a display device controlled by the at least one processor and mounted in the housing, said display device including:

(a) an at least partially see-through exterior video display screen, and

(b) an interior video display screen spaced apart from the exterior video display screen and aligned with the exterior video display screen such that at least one line of sight extends through said see-through part of the exterior video display screen and the interior video display screen, said interior video display screen mounted a predetermined distance D behind the exterior video display screen in the housing,

a touch screen configured to detect varying-degrees of pressure, the touch screen being mounted to the exterior video display screen and coupled to the processor configured to receive inputs from a player wherein the processor is configured to 1) provide an interaction with game elements displayed on the exterior video display screen or displayed on the interior video display screen, 2) determine whether a game element displayable on the exterior video display screen or the interior video display screen is activated in response to the level of pressure applied to the touch screen by the player wherein a higher level of pressure is required to activate a game element on the interior video display screen and 3) generate a game function when said game element is activated;

wherein the at least one processor is programmed to cause:

(i) one of the interior video display screen and the exterior video display screen to display a first video image of a reel having a plurality of symbols thereon,

(ii) the other of the interior video display screen and exterior video display screen to display a second video image of said same plurality of symbols, said second video image of said same plurality of symbols aligned with the first video image of the plurality of symbols on the reel, such that each video display screen simultaneously respectively displays the first and second video images to create a three dimensional representation of the plurality of symbols through said at least one line of sight and having an actual height, an actual width and a depth, wherein the depth of the three dimensional representation is at least partly an actual depth based on the predetermined distance D.

2. The gaming device of claim **1**, wherein the interior video display screen is aligned with the exterior video display screen such that a plurality of lines of sight extend through said see-through area of the exterior video display screen and the interior video display screen.

3. The gaming device of claim **1**, wherein the entire exterior video display screen is see-through.

4. The gaming device of claim **1**, wherein the depth of the three dimensional representation is equal to the predetermined distance D.

5. The gaming device of claim **1**, wherein the depth of the three dimensional representation is also partly a perceived depth based on the height and width of each part of the video image on each video display screen.

6. The gaming device of claim **1**, wherein the three dimensional representation also includes a perceived depth based on the predetermined distance D.

7. The gaming device of claim **6**, wherein the perceived depth is greater in magnitude than the predetermined distance D.

8. The gaming device of claim **1**, wherein the exterior video display screen is selected from the group consisting of: a transparent video display screen; a translucent video display screen; a video display screen having a transparent state; and a video display screen having a translucent state.

9. A gaming device comprising:

at least one wagering game;

at least one processor which controls said wagering game;

a housing; and

a display device controlled by the at least one processor and mounted in the housing, said display device including:

(a) an exterior video display screen having a predetermined area adapted to be see-through in response to a signal from the processor, and

(b) an interior video display screen spaced apart from the exterior video display screen and aligned with the exterior video display screen, said interior video display screen mounted a predetermined distance D behind the exterior video display screen in the housing,

a touch screen configured to detect varying levels of pressure, the touch screen being mounted to the exterior video display screen and coupled to the processor configured to receive inputs from a player wherein the processor is configured to 1) provide an interaction with game elements displayed on the exterior video display screen or displayed on the interior video display screen, 2) determine whether a game element displayable on the exterior video display screen or interior video display screen is activated in response to the level of pressure applied to the touch screen by the player wherein a higher level of pressure is required to activate a game element on the interior video display screen and 3) generate a game function when said game element is activated;

wherein the at least one processor is programmed to cause:

(i) the interior video display screen to display a first video image of a first portion of a reel having a first plurality of symbols thereon and a third video image of a third portion of said reel having a third plurality of symbols